

EPISODE OUTLINE - SCHEMER'S SICK

Principal Characters:	Supporting Characters:	Extras:
All	Schemer's Replacement (Mr. Fidget) Ginny	4 arcade customers

SOCIAL THEME: Dealing with jealousy

STATION EVENT: Schemer is sick, and a replacement runs the arcade.

THOMAS EPISODES: "Thomas Comes to Breakfast," and "Thomas Gets Bumped"

PICTURE MACHINE SONG: None

PUPPET SONG: My Bonnie Lies Over the Ocean

ACQUIRED FOOTAGE: None

CREATIVE PLAY: None

BILLY STORY: None

RESOLUTION: Seeing that jealousy only leads to problems.

STORY OUTLINE: The story opens with Stacy and the kids discussing a temporary lull in passenger traffic. Business is slow for the station, but in an ironic twist, Schemer's arcade is finally making some money. As part of his planned expansion, Schemer has installed a 1950's vintage cash register in the arcade, which he still hasn't learned how to operate.

Just as Stacy, Billy and the kids are speculating on why business is slow, across the station a satisfied customer is spending his money in Schemer's arcade. With Schemer's encouragement, the customer happily tries out one machine after another. After the customer leaves, Schemer wanders over and begins to brag to Stacy and the kids about how much money he's made, and what a fine business man he is.

Unable to resist, Schemer's conceited behavior grows as he contrasts his success with Stacy's recent lack of success in attracting new passengers to the station. He begins to openly discuss what he'll do when he makes enough money to take over the station.

To
The drive his point home, Schemer open his cash register with great fanfare and begins to deposit his nickels and dimes.

Having finally deposited his money, Schemer closes the drawer. He finds one last nickel, but can't get the drawer open again. Billy offers to help, but Schemer refuses any assistance, conceitedly claiming that he knows exactly what he's doing.

At that point he does hit the right button and the drawer flies open and hits Schemer in the stomach. Schemer falls to the floor, where he gets a small splinter in his thumb.

Schemer cries out, and seeing that he's not getting any sympathy from the others, he howls in pain and they run over to him. He refuses their help, then leaves the station to have his mommy attend to his splinter--but not before he dumps all his nickels and dimes into his pocket with his good hand.

Mr. Conductor appears. He says the entire business with Schemer reminds him of the time when Thomas became so conceited. This leads into the TTE story: "Thomas Comes To Breakfast."

Mr. Conductor recaps the story, and hints that there may be worse to come with Schemer before he vanishes.

At that moment, Schemer's replacement arrives: Mr. Fidget. It turns out that Schemer's mother had notified Mr. Fidget and explained that Schemer was too ill to manage his arcade and needed to be temporarily replaced. Mr. Fidget explains all of this while painstakingly introducing himself to Stacy.

Mr. Fidget lives up to his name, and proves to be Schemer's annoying opposite in every way: excruciatingly honest; persnickety about his appearance; and compulsively neat and precise. In short, a neurotic nerd in the Felix Unger mold.

Mr. Fidget quickly sets to work: he puts on a pair of white gloves, tests the dust level, and begins dusting and cleaning the arcade.

Concerned about Schemer, Stacy calls his mother to check on his condition. While talking to her, Stacy says that Mr. Fidget seems to be doing a good job and appears to be a fine replacement.

Show
Schemer?
and his
jealous
reaction?

Meanwhile, the puppets have realized that Schemer has been replaced, and decide to throw a party to celebrate. Dressed in their party clothes, they begin to play a song.

Puppet Song: My Bonnie Lies Over the Ocean

Mr. Fidget can't tolerate this spontaneous outburst of music, and when the song is done, and after the others have informed him that the jukebox sometimes plays on its own, Fidget unplugs it. This plunges the puppets into darkness, which upsets them.

Mr. Fidget's first customer arrives, and we see Fidget being very particular about the customer using the arcade: he cleans the customer's nickel with a handkerchief, and insists on putting in the nickel himself, etc.

At this point Schemer returns with his thumb is in a huge cast. He is in a goofy disguise because he wants to find out for himself how Mr. Fidget is doing. The kids immediately recognize him, and ask what he's doing there. Schemer lies, more or less, and tells them that he's come to retrieve something from the arcade. Then Fidget sees him and brags about how well he's managed the place. Schemer begins to show the first signs of jealousy in this exchange with Mr. Fidget; at the same time, Fidget is trying to lord it over Schemer in an equally childish manner.

why can't
Schemer
just step
in and
replace
him

Schemer leaves, but hides behind the archway at the back of the station to spy on Fidget. Schemer cranes his neck and falls over, hurting his toe in the process. Clutching his foot, he hobbles out without anyone seeing him, although they wonder what all the noise and screaming was about.

Knowing that something is wrong with Schemer, the kids tell Billy that they think he's jealous of Mr. Fidget. Billy reflects that everybody needs to take pride in knowing they're good at something, to have a feeling of worth. For Schemer it's having his arcade. But if you take away a person's feeling of worth, there's no telling what could happen.

Mr. Conductor pops in and adds his wry comments on the situation.

Schemer returns in a different costume, and now his foot is also in a huge cast. With his jealousy out of control, Schemer collars a passenger and begins to bad mouth Mr. Fidget and bemoan the fact that the wonderful previous owner and manager, "Schemer," is no longer running the place. The passenger happens to think that Mr. Fidget is doing a great job, and makes some critical comment about Schemer.

Stacy approaches and realizes that this is Schemer, although he denies it. He tries to quickly hobble away, and once he's out of camera range we hear a huge crash. Stacy and Billy rush out of camera range to help him.

Time passes.

We come up on the kids telling Mr. Conductor about Schemer hurting himself while he tried to run away, and how Billy and Stacy had to take him home. This leads Mr. Conductor into the TTE story: "Thomas Gets Bumped."

SCHEMER GETS SICK
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Ginny arrives with Schemer: Schemer is in a wheelbarrow, with his other leg and arm bandaged up in huge casts. Ginny claims to have found Schemer outside the station.

Wallowing in self-pity, and jealousy, Schemer says he's come for a last tearful look at his beloved arcade before selling it to Mr. Fidget, who has offered to buy it from him.

The other cast members are shocked at his decision. Schemer reveals that he wants to sell it because he thinks that they like Mr. Fidget better than him. Stacy points out that Schemer is only being jealous--and look what his jealousy has done to him. She adds that just because Mr. Fidget was good at running the arcade, it doesn't mean that Schemer wasn't good at his job.

Schemer finally realizes that they don't like Mr. Fidget any better than they like him, and suddenly he's cured!

Leaping up from the wheelbarrow he kicks Fidget out--who, in a parting shot, says he didn't want the arcade anyway. The show closes with the cast and puppets lightheartedly accepting Schemer's return to his old obnoxious and somehow endearing ways.

why would
Schemer do
that?

usual end
of jealousy

Kids should make
Schemer feel better
in addition to Stacy

Question of "accident"

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Stacy too preachy
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SHINING TIME STATION

"SCHEMER'S SICK"

BY

WILSON CONEYBEARE

FIRST DRAFT:
JUNE 23, 1991

SCENE 1:
(INT. MAINSET)

(KARA, DAN, AND VICKIE ARE PERCHED
NEAR THE TICKET AREA, STARING IN
DULL AMAZEMENT AT THE ARCADE)

KARA:

This doesn't make any
sense.

VICKIE:

Yeah. It's bad enough
that the station has no
customers...

DAN:

--but for this to happen
at the same time...

(ANOTHER ANGLE REVEALS THE OBJECT
OF THEIR FASCINATION. THE ARCADE IS
BOOMING WITH BUSINESS, ALL MACHINES
IN USE. WE SEE SCHEMER BACKING IN
THROUGH THE ARCHWAY, DIRECTING
SOMEONE)

SCHEMER:

Easy, ease-er-ooni --

(WE SEE HE IS DIRECTING TWO WORKMEN
WHO ARE CARRYING IN A VINTAGE
1950'S CASH REGISTER. A PEDESTAL
TABLE HAS BEEN SET UP NEAR THE
ARCADE FOR THE THING. THE KIDS COME
OVER)

DAN:

Hey, Schemer, you bought
an old cash register!

SCHEMER:

Old, yes. Bought? No.
Remember the Schemer's
first rule: "Never buy
anything wherein you
might find it instead in
a garbage dump."

SCENE 1 (CONTD)

VICKIE:

(CONSIDERING REGISTER AS GUYS HOOK IT UP)

You mean you found this in the garbage?

SCHEMER:

Of course! Being the shrewd businessman I am, my mind is always on garbage. This will help me deal with my amazing successful Arcade!

great line

KARA:

Gee, Schemer, it does seem that the Arcade is really doing well.

VICKIE:

the rest of

Yeah, and Shining Time Station hasn't had a single customer all day. Not even any mail.

—

SCHEMER:

Exact-er-ooni! Which just shows to go you that the real reason people come here is for my Arcade!

on purpose

(TO WORKMEN, PAYING THEM OFF)

Here's a penny for each of you. Don't spend it all in one place! Unless of course it's here -- Ah ha ha ha!

(CUSTOMER, SEEING SCHEMER HAVING GIVEN OUT CHANGE, APPROACHES)

CUSTOMER:

Excuse me, but would you have and change for the picture machine?

SCENE 1 (CONTD)

SCHEMER:

Of course, sir! A sharp
business like me always
has three or four nickels
for a dime.

J ??

always has
a nickel to
give you in trade
for a dime.

(MAKING CHANGE)

And if I may suggest,
maybe you'd like to play
the juke box as well?

CUSTOMER:

Well, I... hey, I just
might do that! Thanks.

(GOES OFF AS STACY ENTERS CARRYING
BIG CARDBOARD BOX LABELED
"BASEMENT". SHE REACTS TO ALL THE
INDUSTRY)

STACY:

Gosh, Schemer, things
certainly seem to be
going well for you. It's
almost -- amazing.

SCHEMER:

Oh not really, Miss
Jones, no, not in the
grand -- shall I say it?
-- "scheme" of things. Ah
ha ha ha! No. you see,
I've worked hard to get
here, great struggles,
but now the nickels have
come home to roost! And
as for Shining Time
Station, I want you to
know, Miss Jones, that
you'll always have a job
here, even after I buy
the dump.

KIDS:

What??!

SCENE 1 (CONTD)

SCHEMER:

Of course! You don't think Mr.J.B. King, Esquire, will keep open a station ^{no} on one comes to, do you? My dear Miss Jones, you have such faith. But soon I'll own this station and turn it into "Schemer World" -- the first indoor amusement park!

VICKIE:

An indoor amusement park? Like with rides and things?

SCHEMER:

Rollercoasters, ferris wheels and merry-go-rounds.

(KIDS LOOK AROUND STATION
DUBIOUSLY)

DAN:

Gee, Schemer, that might be kind of hard.

SCHEMER:

Nonsense! You can do anything when you have enough nickels. Speaking of which, I think it's time to unload some. The weight is becoming too
--

(HE HITS BUTTON ON REGISTER --
NOTHING)

-- too --

(AGAIN -- NOTHING)

-- too --

(AGAIN, DRAWER FLIES OPEN)

SCENE 1 (CONTD)

SCHEMER: (CONTD)

MUCH!

(UNLOADS NICKELS INTO COMPARTMENTS)

Ahh, the sound of
clinking money! It's
poetry, really.

(BILLY PASSES THROUGH)

BILLY:

There you are, Stacy. You
wanted me to help you
clean up the basement?

STACY:

Well, I figure as we
don't have and customers,
we may as well use the
time.

BILLY:

(TAKING BOX FROM HER)

I think that's -- Say, I
haven't seen an old
register like that in
years!

SCHEMER:

(CLOSES DRAWER)

An investment for the
Schemer's ever thriving
business!

VICKIE:

Investment? I thought you
said you found it in
somebody's garbage.

the garbage dump
the junk yard

SCHEMER:

Well, that's the best
investment to make -- in
something that's free!

SCENE 1 (CONTD)

STACY:

Schemer?

(BENDS SOWN AND PICKS UP NICKEL)

I think you may have
dropped this.

SCHEMER:

Dropped -- a nickel??
Just sitting there??
Where anybody could get
it?? Quick! Lit me put
that in the --

(HE BUTTONS CASH BUTTON, NOTHING)

-- in the --

(AGAIN NOTHING)

BILLY:

Here, Schemer, maybe I
could take a look at
that--

SCHEMER:

No, no, I know exactly
what I'm doing! It needs
a touch that's --

(HE HITS BUTTON AND THE DRAWER
SAILS OPEN, HITS HIM IN THE STOMACH,
SCHEMER GOES FLYING OVER THE
RAILING, A REAL STUNT -- EVERYONE
RUSHES TO HIM)

EVERYONE:

Schemer! Are you all
right!? etc.

SCHEMER:

(GETTING UP, EMBARRASSED)

I'm all right, I'm just a
little --

SCENE 1 (CONTD)

(HE STOPS, SENSES SOMETHING.SLOWLY
HE RAISES AND STUDIES HIS HAND,
THEN HIS THUMB...AND SCREAMS)

STACY:

Schemer, what is it?!

SCHEMER:

(DANCING AROUND IN TOTAL AGONY)

It's a -- it's a -- it's
a --

EVERYONE:

What?!

SCHEMER:

A SPLINTER!!!

(EVERYONE DEFLATES WITH AN ATTITUDE
OF "OH, IS THAT ALL?!")

A splinter from the
wooden railing! A
splinter in my thumb
thumb! I want my Mommy!

VICKIE:

Gee, Schemer, a
splinter's not all ^htat
bad. ^

SCHEMER:

You don't understand! It
-- if ^hHURTS! I need my
Mommy!

(HE RUSHES OUT, THE OTHERS LOOK
AFTER HIM, THEN AT EACH OTHER)

STACY:

Gee, I think Schemer
might be in real pain.

SCENE 1 (CONTD)

BILLY:

What makes you think
that?

STACY:

He left the cash drawer
open.

(AT THAT MOMENT SCHEMER REAPPEARS,
GIVES THEM A DIRTY WOUNDED LOOK,
GOES TO CASH REGISTER AND, USING HE
GOOD HAND, TAKES MONEY OUT AND
DUMPS IT IN HIS POCKETS. THEN HE
LEAVES. THE OTHER LOOKING AFTER HIM
DUMBFOUNDED.)

(SPFX: MR C POPS IN)

(MR C IS NEAR TICKET BOOTH. HE'S
CARRYING A SMALL MEDICAL BAG AND
WEARS A STETHOSCOPE)

MR C:

Did I hear someone had a
accident?

-7 crashed & got injured

(KIDS GO OVER TO MR. C)

KARA:

Hi, Mr. Conductor. Did
you see? Schemer got a
splinter.

MR C:

Oh, a splinter. Well
that's different. I
thought someone had an
accident. What's a
splinter?

? why would mr c know
what a splinter is?

DAN:

It's like a little piece
of wood stuck in your
hand.

SCENE 1 (CONTD)

MR C:

Oh well, that doesn't
sound so serious. Not as
serious and the accident
on the island of Sodor.

KARA:

What accident?

MR C:

I'm surprised you didn't
hear it, it made such a
great noise. It all
started early this
morning....

(SPFX: THOMAS INTRO FX)

SCENE 2

(VT: TTE "THOMAS COMES TO
BREAKFAST)

SCENE 3:

(INT. MAINSET)

(MR C IS NOW SITTING ⁹ IN THE PHONE)

VICKIE:

You know, Mr. Conductor,
that's sort of like
Schemer. He got so full
of himself with the
Arcade going so well, that
he wasn't careful and had
an accident.

MR C:

You're absolutely right,
Vickie. Although
something tells me we
haven't seen the last of
Schemer's accidents.
After all, he can
sometimes be like and
accident; you know it's
coming and there's
nothing you can do about
it.

(THE PHONE RINGS AND MR. C JUMPS
OFF OF IT)

But as for me/I'd best
flee/for there's more to
be/as you shall see.

(HE POPS OFF AS STACY ENTERS AND
ANSWERS THE PHONE)

STACY:

Shining Time Station,
Stacy Jones speaking, how
may I --

(SHE IS INTERRUPTED: WE HEAR, FROM
PHONE, "PEANUTS" TYPE VOICE
BABBLING AWAY)

Oh, Mrs Schemer! How nice
to hear from you.

(KIDS LOOK AT ONE ANOTHER IN
AMAZEMENT)

SCENE 3 (CONTD)

KARA:

Schemer has a mother?

VICKIE:

I never thought of
Schemer as having a
mother.

DAN:

Yeah, I thought he was
just there -- like
spinach on the side of
your plate.

STACY:

Yes, Mrs. Schemer. Oh, I
see; Schemer's thumb
hurts too much for him to
come in today. Well, send
him our best and -- the
Arcade? You've hired
someone to run the
Arcade while Schemer's
away?

(IN BG. WE BECOME AWARE OF GROWLING
ENGINE NOISE)

Could you repeat that,
Mrs, Schemer? Who did you
say you hired to --

(AND THIS IS ALL WE HEAR FOR SHE IS
DROWNED OUT BY A HUGE MOTORCYCLE
AS IT COMES THOUGH THE ARCHWAY,
DRIVEN BY THE LEATHER JACKETED AND
SUNGLASSED BARTON WINSLOW, WHO
BRINGS THE BIKE RIGHT DOWN THE
STEPS, DOES A SPIN, COMES TO A
COMPLETE STOP. THEN REMOVES HIS SHADE
AND PUTS THEM IN THE CLEAVAGE OF
HIS JACKET)

BARTON:

(TO DAN)

Hey, bro, what's the
word?

SCENE 3 (CONTD)

KIDS:

Hi, Mr. Winslow! Great
bike etc.

STACY:

(STILL ON PHONE)

Mrs. Schemer did yo by
any chance get Barton
Winslow to run the
Arcade? Oh, just a lucky
guess. All right, Mrs.
Schemer. Goodbye.

(HANGS UP)

Hi Barton.

BARTON:

Hey, Stace, it's classic
-- I'm here to run the
Schemer's big time biz.
And it'll be smooth, man,
smooth.

STACY:

Well, it'll be fun having
you around, Barton. But
who's running your general
store while you're here?

BARTON:

Currently, my
establishment is being
slapped with a new
jacket.

KIDS:

It's what??

STACY:

I think Mr. Winslow means
his store he being
repainted.

SCENE 3 (CONTD)

BARTON:

That's the word, Stace.
Danny, be a cool cat and
lay this in a hook,
willya? And as for me --

(HE REMOVES JACKET AND WE SEE THAT
UNDERNEATH HE'S WEARING HIS APRON,
BOW TIE, POCKET PENS AND PEN
PROTECTOR AND -- HIS PERSONALITY
CHANGES COMPLETELY TO THE MILD-
MANNERED GENERAL STORE MANAGER)

BARTON: (CONTD)

--perhaps I had best
assume my duties as the
new proprietor.

(KIDS STARE AT THIS REVERSAL AS
BARTON GOES TO ARCADE. THEY LOOK AT
ONE ANOTHER IN SHOCK AND WE:

FLIP TO:

SCENE 4:
(INT. JUKEBOX)

TITO:

Man, I gotta spit it out.
I don't know why, but
there's something I
always liked about that
cat Barton Winslow.

REX:

He might be missing a
hayload of two, but --

TEX:

He sure ain't Schemer.

REX:

That's right, Tex.

TEX:

Just callin' em like ~~they~~
are, Rex.

DIDI:

Hey, If Schemer's really
gone, we should throw a
party.

TITO:

Nah, that would be
celebrating Schemer's
misfortune.

TEX:

Tito's right, it'd be
wrong.

REX:

Not charitable to
Schemer.

SCENE 4 (CONTD)

TITO:

So let's do it anyway!

OTHERS:

Right!

SCENE 5:
(MAINSET)

(BILLY PASSES WITH BOXES OF
BASEMENT STUFF, SEES KIDS ARE
SITTING IN STEPS AT ARCHWAY LOOKING
VERY GLOOMY)

BILLY:

Well, if I ever saw three
people trying to collect
dust, it's right here.

DAN:

Hi. Billy. We're not
trying to collect dust.
We were going to play
some of the machines.

BILLY:

Well, what's stopping
you? It's not so busy
now.

KARA:

No, but look.

(BILLY LOOKS. AT ARCADE WE SEE A
CUSTOMER ABOUT TO PUT MONEY IN
CRANE MACHINE. BARTON WITH DUST RAG
AND SPRAY CLEANING AGENT IN HAND,
APPROACHES)

BARTON:

Excuse me, sir, just a
moment --

(HE BEGINS TO CLEAN SLOT OF
MACHINE. SPRAYS IT, WIPES IT DOWN)

CUSTOMER:

Do you have to do that
now? I was just about to
play this machine.

BARTON:

Ah, very good. You have a
nickel?

SCENE 5 (CONTD)

(CUSTOMER PRESENTS NICKEL. BARTON
PROCEEDS TO CLEAN THE NICKEL)

It's best to keep things
neat and clean. Perhaps I
should place it in the
machine for you. It's
much cleaner and safer.
These machines --

(HE PRODUCES WISK BROOM AND BRUSHES
MAN'S SHOULDER AND SLEEVES)

-- are very sensitive.

(WE GO BACK TO BILLY AND THE KIDS
WATCHING THIS)

BILLY:

Well I would say that Mr.
Winslow's just doing
things the way he sees
that they need to be
done.

believes

DAN:

Yeah, but it's like you
have to have a bath
before you play the
jukebox.

BILLY:

Oh, I don't know. I think
he's just settling into
his new space. You'll
see, he'll hit his
stride.

(BARTON MOVES OFF AS BARTON
APPROACHES KIDS)

VICKIE:

You know, Billy could be
right. Maybe --

BARTON:

Hello, children. Would
you mind stepping aside?

SCENE 5 (CONTD)

BARTON: (CONTD)

I'd like to wax these¹ part
of the floor the Arcade
customers use. I must
keep things as neat as I
can.

(WITH THAT HE BEGINS WAXING THE
FLOOR AROUND STEPS LEADING TO
ARCADE. KIDS LOOK AT ONE ANOTHER)

VICKIE:

Then again, Billy could
be wrong.

SCENE 6:

(INT. JUKEBOX)

(PUPPETS ARE ALL WEARING THEIR INDIVIDUAL FINERY. THE BOX IS DECORATED WITH STREAMERS, ETC. AT THEIR INSTRUMENTS, THEY ARE HAVING AN ARGUMENT)

TITO:

No way, man, we can't
start this shindig with
one of those fiddlin'
numbers. We need
something with --

DIDI:

-- with a beat!

TITO:

-- that's cool and smooth

REX:

That tugs at the old
heart strings.

TEX:

That's foot-stompin' fun.

TITO:

Then we're all agreed!

OTHERS:

We are?

TITO:

We'll do all three! Let's
hit it!

(PUPPET SONG: MY BONNIE)

SCENE 7:
(MAINSET)

(AS SONG STRIKES UP, BARTON ON
HANDS AND KNEES DOING WAX JOB,
REACTS. DURING THE SONG WE INTERCUT
WITH BARTON TRYING TO FIND A WAY TO
UNPLUG THE MACHINE)

BARTON:

What's that? How did that
happen? This will disturb
the customers! I can't
have messy music playing,
there's got to be --

SCENE 8:

(INT. JUKEBOX)

(AS PUPPETS FINISH SONG)

TITO:

Wow! We're groovin'!

DIDI:

We're hot!

REX:

We're cookin'!

TEX:

We're foostompin;!

(LIGHT GO OUT)

ALL:

We're in the dark!

GO TO:

SCENE 9:

(INT. MAINSET)

(THE KIDS ARE PUTTING UP A SIGN
THEY'VE MADE THAT SAYS, "TRAINS
GOING TO ALL SORTS OF PLACES ALL THE
TIME -- AND CHEAP TOO!". STACY
ENTERS)

STACY:

Well, what's this?

DAN:

Hi, Aunt Stacy. We
figured we'd sort of try
and help out the station
get more customers.

VICKIE:

Yeah, we don't want
Schemer to take over and
turn it into an indoor
amusement park. Is this
okay?

STACY:

"Trains going to all
sorts of places all the
time -- and cheap too!" I
think it's a wonderful
idea. But don't worry
about things being slow
at Shining Time Station.
As Billy says, things
happen in their own time.
I'm sure it will pick up.

(SHE'S GONE)

DAN:

Gee, maybe things do
happen in their own time,
but if we ever needed
customers the time is
right now.

KARA:

Maybe if we -- hey, look!

SCENE 9 (CONTD)

(THEY TURN AND SEE A BRIGHTLY DRESSED TRAMP; A TATTERED SUIT, HUGE HAT, A TIN CUP OF PENCILS, A RIDICULOUS OUTFIT MADE ALL THE MORE RIDICULOUS BECAUSE IT'S SCHEMER! THE BANDAGE ON HIS THUMB IS HUGE.)

SCHEMER:

Uh, spare a nickel -- a nickel-rooni, anyone?

KARA:

Hi, Schemer. How come you're dressed so funny?

SCHEMER:

Schemer? I don't know any Schemer. I'm a tramp who doesn't have any nickels and who doesn't know anything about Arcades or business.

VICKIE:

Oh, you mean you're in disguise.

SCHEMER:

Yes! I mean no! I mean --

(REMOVES HAT)

How did you know it was me? I worked all through my nap time on this costume. It didn't fool you?

(KIDS LOOK GUILTILY TO ONE ANOTHER)

KIDS:

Oh no! Great disguise!
Yeah!

SCHEMER:

Then how did you know it was me?

SCENE 9 (CONTD)

VICKIE:

Uh..the bandage! The
bandage on you thumb!

SCHEMER:

What? I...well hey! The
Schemer forgot about
that. But if I didn't
have this, you'd have
never known it was me,
right?

KIDS:

Oh no no, not at all.

(BILLY PASSES THROUGH IN WAY TO
WORKSHOP)

BILLY:

Hi Schemer.

(AND HE'S GONE)

SCHEMER:

He probably saw that
bandage too. Well, you're
probably wondering why
I'm here. Well, I ...uh..

(LOOKS AT ARCADE)

...crayons!

VICKIE:

Crayons??

SCHEMER:

Of course. The Schemer
was in his beddy-by and
realized he couldn't add
up all his money without
his crayons, so..I'll
just to over and --

SCENE 9 (CONTD)

KARA:

Gee, Schemer, I'd watch out. Mr. Winslow's pretty careful about who goes near his Arcade.

SCHEMER:

His Arcade???

KIDS:

Your Arcade! Your Arcade!

SCHEMER:

(STRAIGHTENS UP, SNIFF, INSULTED)

That's better.

(GOES TO PEDESTAL, FINDS CRAYONS)

And here they are, the crayon-er-oonis!
And...things seem awfully clean. The even smell clean.

(BARTON APPEARS WITH MORE CLEANING STUFF. SCHEMER QUICKLY PUTS HIS HAT BACK ON TO RESUME "DISGUISE")

BARTON:

May I help you, sir?

SCHEMER:

Uh -- no no. ~~I~~ was just admiring this wonderful Arcade! It really is great. isn't it?

BARTON:

Well it is now. You should have seen it before I arrived. Dirty, dirty, the jukebox playing whenever it wanted, so disorganized...

SCENE 9 (CONTD)

SCHEMER:

Disorganized?!

BARTON:

Oh yes, but things are working much better now that I'm here. We've already made more money than when Schemer ran things.

SCHEMER:

You -- have?

BARTON:

Yes, we have. How, how can I help you?

SCHEMER:

Oh, I don't...No, I'll just be...on my way...

(HE SLUMPS OFF AS BARTON CONTINUES CLEANING., HE PASSES KIDS)

VICKIE:

Hey, Schemer, where are you --

(HE'S GONE, KIDS LOOK VERY CONFUSED)

Hey, I think there's something really wrong with Schemer.

DAN:

Yeah, maybe we should ask Billy.

(THEY GO TO KNOCK ON BILLY'S DOOR, AND AS THEY DO WE GO TO THE ARCHWAY WHERE WE SEE --)

(SCHEMER HASN'T LEFT, HE'S PEERING AROUND AT BARTON CLEANING FLOOR AREA OF ARCADE)

SCENE 10:
(INT. WORKSHOP)

(BILLY IS WORKING ON ELECTRIC LIGHT
FIXTURE WHEN KIDS FLOP IN, TAKE
VARIOUS POSITIONS)

VICKIE:

Billy, something's wrong
with Schemer.

KARA:

Yeah. When Mr. Winslow
told him the Arcade had
made even more money
without Schemer, Schemer
seemed kind of -- well,
sad.

BILLY:

He did?

DAN:

Yeah, he skooged off.

BILLY:

Oh, he scooged, did he?

VICKIE:

And it doesn't make any
sense. Schemer lives to
make nickels. Why should
he be unhappy?

BILLY:

Well, I think there might
be an easy answer to
that. You see, Schemer
does like to make
nickels, but what he
doesn't realize is that
it's more than nickels.
Schemer loves his Arcade,
the way he runs it. He
feels he's good at it and
he takes pride in it.
It's his -- well, his
thing to do.

SCENE 10 (CONTD)

VICKIE:

So like when he finds out
the Arcade is doing okay
without him, he doesn't
feel like it's his
anymore?

BILLY:

Mmm. Which might explain
why -- despite making
more money -- he skooged
off. There's something
more important. to
Schemer than having
nickels, it's how he
earns them that matters.
You see, Schemer is --

(BUT THEY ARE INTERRUPTED BY A LOUD
CRASH. EVERYONE RUSHES OUT)

SCENE 11:
(INT. MAINSET)

(SCHEMER IS PICKING HIMSELF OFF THE FLOOR AT THE ARCHWAY WHERE HE HAS FALLEN. A FEW ARCADE CUSTOMERS CONSIDER THIS BUT DISMISS IT. BARTON IS NOT TO BE SEEN)

SCHEMER:

Who waxed these floors?!

(KIDS RUSH TO HIM)

KIDS:

Schemer, are you all right? Gee Schemer, that looked bad, etc.

SCHEMER:

I'm fine, I'm just --

(AND THERE HE GOES AGAIN ON THE SLIPPERY FLOOR. THIS TIME HE GRABS HIS TOE)

My TOE! My TOE! MO-OMMY!

(HE HOBBOLES OUT, PATHETIC)

DAN:

Gee...he sort of skudgled out that time.

BILLY:

(LOOKING AFTER SCHEMER, A LITTLE WORRIED IF AMUSED)

That he did, Dan, that he did. But you know what? something tells me that's not the end of Schemer. not if--

(POINTS)

-- that keeps up.

(WE SEE WHAT HE'S REFERRING TO. A BUSY ARCADE)

SCENE 12:
(INT. MAINSET)

(THE ARCADE VERY BUSY, BARTON
SPRAYING AND CLEANING EVERYONE'S
NICKELS.)

(FROM ARCHWAY, SCHEMER POKES HIS
HEAD IN. HE'S WEARING TRADITIONAL
ENGINEER'S STRIPED HAT, OVERALLS,
AND A HUGE MUSTACHE THAT KEEPS
SLIPPING. HE'S ALSO GOT ONE FOOT IN
A HUGE CAST AND IS HOBBLING ON A
CANE.)

(DECIDING THE COAST IS CLEAR, HE
HOBBLER IN AND COLLARS A PASSING
CUSTOMER. WHEN HE SPEAKS IT IS IN
SCHEMER'S IDEA OF A SOUTHERN
SENATOR CLANGHORN TYPE ACCENT,
WHICH HE SLIPS IN AND OUT OF)

SCHEMER:

Ah say sir, ah say. I'm
-- uh -- I'm Engineer
Crockledrum and I'm uh,
one of the finest
conductor type, uh, train
running people around,
I'm not a great
businessman or anything.
I couldn't help noticing
you at the Arcade, which
I don't own!

CUSTOMER:

Yes, I was. It really is
a lot of fun, isn't it?

SCHEMER:

Oh, but it was so much
more fun when that other
fellow ran it -- what
was his name? Oh yes!
Schemer!

CUSTOMER:

I don't know if I
remember and Schemer...

SCENE 12 (CONTD)

SCHEMER:

What?? Why, I've run this
-- I mean, Schemer's run
the place for years.

CUSTOMER:

Maybe, but I think things
are run much better now.

SCHEMER:

You -- do?

CUSTOMER:

Sure, I just spent twenty
five cents. Would I do
that if things weren't
well run? No, the problem
with that other person --
what was his name?

SCHEMER:

SCHEMER! HIS NAME WAS
SCHEMER!

CUSTOMER:

If I remember correctly,
he was very pushy. He'd
do crazy things to make a
nickel. Just crazy.

(WITH THAT THE CUSTOMER LEAVES)

SCHEMER:

Crazy? There's nothing
crazy about me!

(STACY PASSES THROUGH)

STACY:

Hi, Schemer.

(SHE STOPS, REACTS, TURNS BACK)

Schemer?

SCENE 12 (CONTD)

SCHEMER:

I'm not Schemer, I'm --
uh -- Engineer
Throttledecker, or
something. I uh --
goodbye.

(HE RUSHES OUT, LEAVING A VERY
CONFUSED STACY. BILLY PASSES
THROUGH)

BILLY:

Well, I've got the
basement light fixed so
we can get to -- Are you
all right, Stacy?

STACY:

I don't know. I think I
just saw Schemer, and he
was in a very strange
disguise.

BILLY:

What makes you think it
was Schemer?

(WE HEAR A GIANT SCREAM AND CRASH
FROM OFF. STACY AND LOOK AT ONE
ANOTHER, NOD)

TOGETHER:

It was Schemer!

(AND THEY RUSH OFF)

FLIP TO:

SCENE 13:
(INT. MAINSET)

(KARA, DAN AND VICKIE ARE TALKING
TO MR. C, FINISHING UP A STORY TO
HIM)

KARA:

And then he fell down on
the front steps of the
station, and now it's his
arm...

MR C:

I must say, that would
smart. But perhaps
Schemer has brought this
all on himself.

*(S. is confused with
would be smart)*

VICKIE:

You mean because he
hasn't been careful?

MR C:

Being careful is
important, of course, but
that's not the only
problem. Schemer may have
come down with a case of
sorriforumsself.

KARA:

What's soor-ee-forum-
self?

MR C:

He's feeling sorry for
himself.

DAN:

But that can't be, Mr.
Conductor. Schemer
doesn't have any
feelings.

MR C:

Everybody has feelings,
Dan.

SCENE 13 (CONTD)

MR C: (CONTD)

And everybody needs to
feel that they're useful.
It reminds me a great
deal of the time the
rails were being repaired
on the Island of Sodor,
and Thomas got himself in
such a state.

KARA:

I don't think we know
that one.

MR C:

Well, the, let me tell
you:

(SPFX: THOMAS INTRO FX)

SCENE 14:

(VT: TTE, "THOMAS GETS BUMPED")

(DISSOLVE TO:)

SCENE 15:
(INT MAINSET)

VICKIE:

Gee, I guess Schemer
feels kind of like Thomas
did.

MR C:

Oh yes, sorriforunself
can be a most frightful
illness. No doctor can
cure it either; the cure
comes from inside you,
I'm afraid. But no I
should go before my
welcome is worn/for here
comes not only Ginny/but
the busdriver's horn!

(SPFX: MR C POPS OFF)

(KIDS BARELY HAVE TIME TO REACT
BEFORE WE HEAR A GREAT LOUD HORN
FROM OUTSIDE)

DAN:

Hey, that must be the bus
pulling up to the station!

KARA:

That means customers!

(STACY COMES IN, MOVES TO TICKET
AREA)

STACY:

Did I just hear the bus
pull up?

VICKIE:

Yeah, that means --

(FROM OFF WE HEAR GINNY THE FARMER)

GINNY: (O.S.)

Step aside, step aside!

SCENE 15 (CONTD)

(GINNY THE FARMER ENTERS, BUT WE SEE SHE IS WHEELING IN A WHEEL-BARROW, THE CONTENTS OF WHICH IS A DISHEVELED, BANDAGED, BRUISED AND TOTALLY DEBILITATED SCHEMER)

Well hey hey hey, what do we say!

KIDS:

Ginny! It's Ginny from Farmer's Dell!

STACY:

Oh, Ginny! What happened to Schemer??

GINNY:

Well there you got a tale and a half! I was coming' in to the station when I see the big bus pull in with passengers, and before I know, it's honking it's horn at this fellow who looks to be stumbling along and can't get out of the way, and I says to myself, "Hit me in the head with a pop can, that's Schemer!"

SCHEMER:

... the horn...

GINNY:

The bus honked it's horn and bingo! Schemer here screamed and jumped into the prickly bushes just outside, flat on his back and twice and sad!

STACY:

(GOES TO HIM)

Oh Schemer!

SCENE 15 (CONTD)

SCHEMER:

The horn... jumped...
bushes...back...

STACY:

But Schemer, you should
be at home in bed trying
to get better.

SCHEMER:

No, Miss Jones. I -- had
to come and take a last
look at the Arcade...
before I sell it.

EVERYONE:

What??

SCHEMER:

Barton Winslow called my
mommy and said he'd buy
it from me.

VICKIE:

But Schemer, you can't
sell your Arcade!

SCHEMER:

Why not? You all like
Barton better than me,
things run even better
without me...

STACY:

Oh Schemer, no.

SCHEMER:

Oh Schemer no what?

(STACY KNEELS BY THE WHEEL BARROW)

SCENE 15 (CONTD)

STACY:

Schemer, I think you've got things a little confused. Sure, Mr. Winslow runs the Arcade well, but so do you. You just run it differently -- because you're a different person who has his own special way. That's all.

too pretty?

SCHEMER:

You mean...?

STACY:

Instead of accepting that, you got jealous and started hiding and spying, and where did that get you? You're in a wheelbarrow covered with prickles and bandages.

too pretty?

SCHEMER:

You mean... you don't like Barton more than me?

KIDS:

Of course not!

STACY:

You see, Schemer, no matter what, we always think of this a your Arcade.

SCHEMER:

My Arcade...it's -- that's right, it's my Arcade!

(AS A WHISTLING BARTON ENTERS, SCHEMER LEAPS OUT OF THE WHEELBARROW)

SCENE 15 (CONTD)

SCHEMER: (CONTD)

Winslow! This is my
Arcade!

BARTON:

Schemer?

SCHEMER:

Calling my mommy and
saying you'll buy the
whole thing! I wouldn't
accept you ✓dollar ninety
five if I was down to my
last nickel!

BARTON:

Well perhaps you should
know that I don't want or
need your Arcade! Not
with all the cleaning and
fixing and that cash
register and that crazy
haunted jukebox!

SCHEMER:

That's my crazy haunted
jukebox!

BARTON:

(REMOVES CHANGE THING AND HANDS IT
OVER)

Well you can have it,
Schemer, believe me!

(REACHES FOR HIS LEATHER JACKET)

STACY:

Gee, Barton, we did enjoy
having you here. I hope
you're not really mad.

BARTON:

Well, Stacy, I'll tell
you...

SCENE 15 (CONTD)

(HE PUTS ON JACKET AND SHADES AND
HIS PERSONALITY CHANGES ONCE MORE)

I'm chill, you know,
really cool. And you
know why? Because they
just dialed to tell me
they've finished slapping
the paint on my store,
y'know, so it's aces,
man, aces.

(GETS ON MOTORCYCLE)

Anyway, I'm Splitsville!
And ain't that the truth?

(WITH THAT HE'S GONE, BOMBING OUT
OF THERE)

GINNY:

Well, you gotta hand it
to old Barton: he's got a
way about him like a dog
has fleas, and that's the
straight scoop!

STACY:

Well, everybody, I guess
we'd better get ready for
our customers!

VICKIE:

So Schemer, you're going
to stay and take care of
the Arcade yourself?

SCHEMER:

(UP IN ARCADE AREA)

Absolute - erooni! If it
wasn't for the Schemer's
ways, this Arcade would be
el disastero, and if that
happened, no one would
come into Shining Time
Station, would they?

SCENE 15 (CONTD)

STACY:

Oh Schemer...

SCHEMER:

(PLUGGING IN JUKEBOX)

Imagine the nerve,
unplugging my jukebox.
Nossir, from now on this
place is run my way or my
name isn't --

(HAVING PLUGGED IN THE JUKEBOX HE'S
LEANED AGAINST IT COCKILY. HE NOW
GIVES IT A SLAP AND LOSES HIS
BALANCE ON THE NEWLY WASHED FLOOR.
AS HE'S ABOUT TO FALL)

EVERYONE:

SCHEMER!

(AND JUST BEFORE HE HITS THE
GROUND, ARMS FLAILING IN THE AIR
WE:)

FREEZEFRAME

(CREDITS)